

# eSports

## Bachelor of Science eSports Performance Management and Coaching

The Bachelor of Science in eSports Performance Management and Coaching will provide students with the knowledge and skills to develop and lead eSports programs. This degree centers on the player's experience in eSports, emphasizing the health, wellness, and coaching of eSports athletes. Graduates will gain in-depth knowledge to guide these athletes on critical factors such as nutrition, sleep patterns, and physical fitness to ensure optimal performance.

The program includes coursework focused on analyzing player and team performance and developing strategies to enhance competitive gameplay. A key component of the curriculum involves educating players about healthy lifestyle choices that promote long-term success and career longevity.

## Bachelor of Science in eSports Performance Management and Coaching

Requirements	Hours
<b>Blazer Core Curriculum</b>	<b>41</b>
Required Blazer Core Courses	
EDU 100 Touch the Future	
MA 106 Pre-Calculus Trigonometry	
CMST 101 Public Speaking	
BY 101 Topics in Contemporary Biology or BY 102 Topics Contemporary Biology Laboratory	
PY 101 Introduction to Psychology	
<b>Major Coursework</b>	
CHHS 140 Taking Action in Emergencies: Preparedness, Management, First Aid, and CPR	3
CHHS 141 Lifelong Health & Wellness	3
<b>Four KIN Activities</b>	<b>4</b>
Choose four of the following:	
KIN 101 Beginning and Advanced Beginning Swimming	
KIN 102 Intermediate Swimming/Swimmer Course	
KIN 103 Lifeguard Training	
KIN 105 Golf	
KIN 112 Dance and Gymnastics	
KIN 114 Rec Games/Outdoor Leisure	
KIN 115 Weight Training	
KIN 117 Team Sports	
KIN 118 Sports Using Implements	
KIN 124 Beginning Whitewater Kayaking	
KIN 130 Scuba Diving	
KIN 131 Aerobics	
KIN 132 Group Exercise Leadership	
KIN 136 Intro to Kinesiology: Exercise Science, Physical Education, and Sport	3
EPR 214 Introduction to Educational Statistics	3
KIN 231 Digital Gaming	3
KIN 300 Organization in Physical Education and Coaching	3
KIN 305 Motor Development	3
KIN 330 Introduction to eSports	3
KIN 331 eSports in Action	3

KIN 340	Planning/Management of Fitness Facilities	3
KIN 406	Sport Law	3
KIN 407	Coaching Young Athletes	3
KIN 431	eSports in the Mass Media	3
KIN 455	eSports Management	3
KIN 456	Mental Performance in Exercise, Fitness, and Sport	3
EPR 414	Lifespan Human Development	3
CHHS 402	Mental Health, Stress Management & Wellness Promotion	3
<b>Electives</b>		<b>21</b>
EC 210	Principles of Microeconomics	
EC 415	Sports Economics	
BUS 310	Accounting and Finance for Nonbusiness Majors	
MG 430	Management and Leadership in Sports and Entertainment Organizations	
MK 333	Sports Marketing	
CMST 283	Visual Media Production I	
CMST 326	Sports in the Mass Media	
CMST 335	Communication and Sports	
CMST 353	Sports and Media Relations	
CMST 365	Social Media Strategy and Management	
CMST 366	Digital Design and Animation	
CMST 383	Visual Media Production II	
KIN 492	Special Projects in Kinesiology <sup>1</sup>	
KIN 493	Problems in Kinesiology <sup>1</sup>	
KIN 499	Kinesiology Internship	3
<b>Total Hours</b>		<b>120</b>

<sup>1</sup> Students may take 3-6 credits; no more than 6 credits may be taken.

**Students should confer with their advisor to ensure that they remain on track to complete their degree.**

## Proposed Plan of Study for Bachelor of Science in eSports Performance Management and Coaching

Freshman			
First Term	Hours	Second Term	Hours
EDU 100		3 EH 102 or 107	3
EH 101 or 106		3 CMST 101	3
MA 106		3 Blazer Core City as a Classroom - ECY 200 recommended	3
PY 101		3 Blazer Core Academic Foundations Reasoning	3
KIN 136		3 Blazer Core Thinking Broadly	3
		<b>15</b>	<b>15</b>

<b>Sophomore</b>			
<b>First Term</b>	<b>Hours</b>	<b>Second Term</b>	<b>Hours</b>
BY 101 & BY 102		4 KIN 231	3
Blazer Core Thinking Broadly		4 EC 210	3
Blazer Core Thinking Broadly		3 EPR 214	3
Blazer Core Thinking Broadly		3 CHHS 140	3
CHHS 141 or KIN 222		3 KIN 115	1
KIN 101		1 KIN 131	1
		<b>18</b>	<b>14</b>
<b>Junior</b>			
<b>First Term</b>	<b>Hours</b>	<b>Second Term</b>	<b>Hours</b>
BUS 310		3 KIN 331	3
KIN 300		3 KIN 340	3
KIN 330		3 KIN 406	3
KIN 305		3 MK 333	3
KIN 407		3 EC 415	3
		KIN 431	3
		<b>15</b>	<b>18</b>
<b>Senior</b>			
<b>First Term</b>	<b>Hours</b>	<b>Second Term</b>	<b>Hours</b>
KIN 455		3 KIN 499	3
MG 430		3 EPR 414	3
CHHS 402		3 KIN 456	3
KIN 117		1 CMST 326 or 335	3
KIN 492		3	
		<b>13</b>	<b>12</b>

Total credit hours: 120

## Undergraduate Certificate in eSports Performance Management and Coaching

This program is designed to address this rapidly growing area by providing students with the competency to coach and manage eSports programs in high schools and at the collegiate level and to perform various functions associated with professional eSports. The primary objectives of this Undergraduate Certificate are developing coaching skills, management skills, and performance skills.

**Note: Students can start this 15-hour Certificate in either the fall, spring, or summer terms.**

## Undergraduate Certificate in eSports Performance Management and Coaching

<b>Requirements</b>	<b>Hours</b>
KIN 231 Digital Gaming	3
KIN 330 Introduction to eSports	3
KIN 455 eSports Management	3
<b>Electives</b>	<b>6</b>
Choose two of the following:	
KIN 331 eSports in Action	
KIN 406 Sport Law	
KIN 407 Coaching Young Athletes	

KIN 431	eSports in the Mass Media
KIN 456	Mental Performance in Exercise, Fitness, and Sport
<b>Total Hours</b>	<b>15</b>